	Player: <u>Caroline</u>			
Class: Zealot Experience: 6,500	Next level:_1	4,000	DUNGEONS & DR	ACONG
Background: Soldier Race: Dragonborn Siz	Madium II-1-I-1	'ala	DUNGEONS (%, DR	AGONS
Trace. Protection of	ze: <u>Medium</u> Height: We Eues: Skir			
Age:Alignment:_	Eyes: Skir Faith:			
	and the same of th	1 10 1	Skills	
Abilities		ADV	BONUS NAME (ABILITY)	Prof. Exp.
ABILITY MODIFIER SAVING THROW PROF. BONUS	7 Ability Save DC		+5 Acrobatics (DEX)	X
	, t	+3	O Animal Handling (WIS)	
16 STR +3 +6 X	Proficiency Bonus + 8 +		-1 Arcana (INT)	
	Con / LT	1	+6 Athletics (STR)	X
14 DEX +2 +2 +2		1	O Deception (CHA)	
DEXTERITY	10 Passive Perception	Proficiency	-1 History (INT)	
16 CON +3 +6 X		Bonus	Insight (WIS)	
CONSTITUTION		Inspiration	+3 Intimidation (CHA)	
8 INT -1 1-1			Investigation (INT)	
INTELLIGENCE	TLimited Features	▼□	Medicine (WIS)	
10 Wis 0 0	Feature Max. U		Nature (INT)	
WISDOM	Rage (+2 melee damage) 3	LR	Perception (WIS)	
10 CHA O A O	Lucky (attack/check/save) 3	LR .	Performance (CHA)	
10 CHARISMA O O D	Breath Weapon (2d6) 1	SR	Persuasion (CHA)	
	Paper Bird 4	Never	-1 Religion (INT)	
		^ □	+2 Sleight of Hand (DEX)	
Saving Throw Advantages / Disadvantages			+5 Stealth (DEX)	$\times \Box$
Adv. on Str saves in rage; Adv. on Dex saves vs. seen effects		A □ ▼ □	O Survival (WIS)	
		^		
To all the second secon		Dex	Misc. Speed E	Speed ' Incumbered :
Combat		+2 Initiative 2	+ 40 ft,	30 ft,
A December	45 1 1	- al ela	climb 40 ft c	climb 30 ft
Decense	7 fi	ealth	l e	
ARMOR LL ARMOR	AC DURING REST			Wounds
13 ARAMOR BONUS Unarmored Defen	15 Land	TPME	PORARY HP	- 1
15 SHIELD BONUS	RESISTANCE	Current		
DEXTERITY MEDIUM ARMOR GMAX = MOD HEAVY ARMOR GMAX = MOD = 0)	STEALTH DISADV. Bludgeon. (in rage)			
Magic	Piercing (in rage) Slashing (in rage)		× d12 + 3	Live
H Misc Mod 1	Lightning			
+		LF OF YOUR MAXIMUM HIT		
Misc Mon 2 Attacks	This block	TER A LONG REST. DICE LEVEL	L DIE CON USED DEATH SAV	VING THROWS
	PER ACTION 2			
WEARON / DESCRIPTION PROF ABILITY RANGE TO HIT Handaxe √ Str Melee, 20/60 ft +6		of 1 Action, 1 Bonus action, and 1 Reaction per Tur EK (2 per turn):	Dash / Disengage / Dod	dge .
Light, thrown If Raging +2 Damage & If first attack, Divin		eckless Attack	Help / Hide / Escape G	
Handaxe (Bonus Action) ✓ Str Melee, 20/60 ft +6		`(declare on first melee attack)	Ready / Search / Use C	
Light, thrown (If Raging +2 Damage)	146 Slashing	leapon Attack	Overrun / Tumble	-,,
		isarm / Grapple / Shove		
Unarmed Strike ✓ Str Melee +6	4 Bludgeoning	Saire / Grappie / Shove		
If Raging +2 Damage				l l

Breath Weapon Breath Weapon √ Con 5-ft × 30-ft line DC 14 2d6 Lightning REACTIONS Bonus Actions Hits all in area; Dex save, success - half damage; Usable only once per short rest Opportunity Attack Rage (start/end) ✓ Dex 150/600 ft 1d8+2 Piercing Offhand Light Weapon Attack Longbow Ammunition, heavy, two-handed Type Handaxes Augunition Arrows Overrun / Tumble

Used this Round

Racial Traits

Lightning Breath Weapon:

As an action, I exhale destructive energy in a 5-ft by 30-ft line.

All in the area must make a Dex saving throw with DC 8 + Con modifier + Prof Bonus. It does 2d6 lightning damage, half as much damage on a successful save.

The damage increases to 3d6 at level 6, 4d6 at level 11, and 5d6 at level 16.

I can't use this feature again until I finish a short rest.

TClass Features

Barbarian -----

• Rage [+2 melee damage, 3× per long rest]

Start/end as bonus action; bonus damage to melee weapon attacks using Str; lasts 1 min Adv. on Strength checks/saves (not attacks); resistance to bludgeoning/piercing/slashing Stops if I end turn without attacking or taking damage since last turn, or unconscious

· Unarmored Defense

Without armor, my AC is 10 + Dexterity modifier + Constitution modifier + shield

• Danger Sense

Adv. on Dexterity saves against seen effects (not blinded/deafened/incapacitated)

• Reckless Attack

Adv. on Str melee weapon attacks in my turn, but attacks vs. me adv. until next turn

Fast Movement

I gain +10 ft speed when I'm not wearing heavy armor

------Path of the Zealot

Divine Fury [+1d6+2 radiant damage]

While raging, the first creature I hit with a weapon attack in my turn gets extra damage It takes an extra 1d6 + half my barbarian level worth of radiant damage

Warrior of the Gods

Spells restoring me to life (not undeath or anything else) don't require material comp.

Background Feature

Military Rank

I have a military rank from my career as a soldier. Soldiers loyal to my former military organization still recognize my authority and influence. I can invoke my rank to influence soldiers and temporarily requisition simple equipment or horses. I can usually gain access to friendly military encampments and fortresses where my rank is recognized.



ARMOR: X LIGHT X MEDIUM HEAVY X SHIELDS OTHER:
WEAPONS: X SIMPLE X MARTIAL OTHER:

TLanguages

Tools & Others

Common _______
Draconic

Weaver's Tools Woodcarver's Tools

			Backgroun	5	
ersonality Traits	_			-	
DEAL				_	
BOND				_	
LAW					
				LK.	
			Feat	C	(
		100	reat	5	
Trum Lucley			ומו	12 1	-67]
FEAT: Lucky Ise one of three luck points to roll	an e	etra d	l20 for attacking, being attacked, an	-	_
			is determined. If more than one creat		
			ed luck points when I finish a long res		
FEAT:					
TEAL.				_	_
7 p					
FEAT:				_	
FEAT:			Equipmen	ot.	
		I.D.			
Adventuring Gear	#	LBs 5	Adventuring Gear	#	LBs
Adventuring Gear Backpack, with:	#	LBs 5	Adventuring Gear Handaxe		LBs 2
Adventuring Gear Backpack, with: - Bedroll - Mess kit	#	5 7 1	Adventuring Gear Handaxe Longbow	8	2
Adventuring Gear Backpack, with: - Bedroll - Mess kit - Tinderbox		5 7 1 1	Adventuring Gear Handaxe	8	2
Adventuring Gear Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches	10	5 7 1 1 1	Adventuring Gear Handaxe Longbow	8	2
Adventuring Gear Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of		5 7 1 1 1 2	Adventuring Gear Handaxe Longbow	8	2
Adventuring Gear Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin	10	5 7 1 1 1 2 5	Adventuring Gear Handaxe Longbow	8	2
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of	10	5 7 1 1 1 2	Adventuring Gear Handaxe Longbow	8	2
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools	10	5 7 1 1 1 2 5 0.2	Adventuring Gear Handaxe Longbow	8	2
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10	5 7 1 1 2 5 0.2	Adventuring Gear Handaxe Longbow	8	2
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10	5 7 1 1 2 5 0.2	Adventuring Gear Handaxe Longbow	8	2
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10 10 50	5 7 1 1 2 5 0.2	Adventuring Gear Handaxe Longbow	8	2
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10 10 50	5 7 1 1 2 5 0.2	Adventuring Gear Handaxe Longbow	8	2
Adventuring Gear Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10 10 50	5 7 1 1 2 5 0.2	Adventuring Gear Handaxe Longbow	8	2
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10 10 50	5 7 1 1 2 5 0.2	Adventuring Gear Handaxe Longbow	8	2
Adventuring Gear Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10 10 50	5 7 1 1 2 5 0.2	Adventuring Gear Handaxe Longbow	8	2
Adventuring Gear Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of	10 10 50	5 7 1 1 2 5 0.2	Adventuring Gear Handaxe Longbow	8	2
Adventuring Gear Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10 10 50	5 7 1 1 2 5 0.2	ADVENTURING GEAR Handaxe Longbow Slippers of Spider Climbing ATTUNED MAGICAL ITEMS (MAX 3)	8	2
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10 10 50	5 7 1 1 2 5 0.2	ADVENTURING GEAR Handaxe Longbow Slippers of Spider Climbing	8	2
Adventuring Gear Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10 10 50	5 7 1 1 2 5 0.2	ADVENTURING GEAR Handaxe Longbow Slippers of Spider Climbing ATTUNED MAGICAL ITEMS (MAX 3)	8	2

15 PUSH/DRAG/LIFT

241 - STR×15-30

480 (b) SPEED = 5 FT

SHVER

COPPER LIFESTYLE: 87 16

Modest

Daily Price: 1 gp

GEMS AND OTHER VALUABLES:

= 10 GI

MorePurpleMoreBetter's D&D 5th edition Characte

Status

🍞 Exhaustion

Level	EFFECT (CUMULATIVE)	
1	Disadvantage on Ability Checks	FINISHING A THE EXHAUS PROVIDED T SOME FOOD
2	Speed halved	D II S A
3	Disadvantage on Attack Rolls and Saving Throws	LONG TAT YC
4	Hit Point maximum halved	REST EVEL I DU AL: DRINK
5	Speed reduced to 0	REDUC BY 1, SO INC
6	Death	ouces 1, Ingested

TConditions

Blin	nded				
		involving			
disa	dvantage	e. Enemy at	tacks h	ave advar	itage.

Char	med harm/attack			
Can't	harm/attack	charmer.	Charmer	has
advan	tage on ability	checks to in	nteract soci	ally.

Deafened Fail checks involving hearing.

Frightened Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.

Grappled Speed drops to 0, regardless of any bonus.

Incapacitated Can't take actions or reactions.

Invisible Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Petrified

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

Poisoned
Disadvantage on attack rolls and ability checks.

Prone

Crawl (at % speed) or stand up (costs % speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

Restrained

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

Stunned Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

Unconscious
Incapacitated. Can't move or speak. Unaware
of surroundings. Drop everything. Fail Str
and Dex saving throws. Enemy attacks have
advantage. Enemy attacks within 5 ft are
critical hits.

Combat Rules

West .	-	
Dash	Action	Gain your speed as extra movement for this turn.
Disengage	Action	Your movement doesn't provoke opportunity attacks for this turn. \\
Dødge	Action	Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn.
Escape	Action	Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.
Help	Action	Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.
Hide	Action	Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.
Overrun*	Action or Bonus Action	Move through opponent's space once by winning opposing Str (Athletics) check. Advantage if you are larger and disadvantage if you are smaller.
Ready	Action	Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readying a spell requires concentration.
Search	Action	Search for something with a Wis (Perception) or Int (Investigation) check.
	Action or Bonus Action	Move through opponent's space once this turn by winning opposing $\mbox{\rm Dex}(\mbox{\rm Acrobatics})\mbox{\rm check}.$
Use Object	Action	You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).
Disarm*	Attack	Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is held by two hands. A larger opponent has advantage, smaller has disadvantage.
Grapple	Attack	With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.
Mark*	Melee Attack	Mark target of a melee attack. Next opportunity attack against the mark before the end of your next turn has advantage and doesn't use a reaction.
Shove	Attack	Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side. *
Move	Move	Bring grappled opponent along as part of your move. You move at half

4	Maçıc	Items
	MAGIC	1001113

Magic Item: Slippers of Spider Climbing	[DMG 200] 🗸 ATTUNED
While I wear these light shoes, I can move up, down, and acr	oss vertical surfaces and upside
down along ceilings, while leaving my hands free. I have a cli	mbing speed equal to my
walking speed. However, the slippers don't allow me to move	this way on a slippery surface,
such as one covered by ice or oil.	
M. wallens of the	
Magic Item: Paper Bird	[WDH 191]
I can write up to 50 words on a sheet of the 4 in this box as	•
causing the parchment to fold into a Tiny bird and fly to the	•
if it isn't stopped. It has 60 ft fly speed, 1 HP, AC 13, Dex 1	16, 1 in all other ability scores,
and immunity to poison and psychic damage.	
MAGIC ITEM:	ATTUNED
MAGIC ITEM:	ATTUNED
MAGIC ITEM:	ATTUNED
Magic Item:	ATTUNED

🍞 Extra Equipment

Gear	#	LBs	GEAR	#	LBs
Total Weig	GHT		Total Weig	НТ	

Other	Holdings
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